NUS-NSWE-USA

INSTRUCTION BOOKLET

STAR WARS®

SHADOWS OF THE EMPIRE™

NINTENDO.64

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Thank you for selecting the *Star Wars®: Shadows of the Empire™* Game Pak for the Nintendo 64® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

⚠ CAUTION

THE NINTENDO 64 SYSTEM GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

TEEN
ANIMATED VIOLENCE

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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N64 CONTROLLER

Control Stick Function:

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding The Controller:

While playing *Shadows of the Empire*, we recommend you use the hand positions shown below.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.

Connecting The N64 Controller:

To play *Shadows of the Empire*, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.

• *This game is designed for one player, so only one controller is needed.*

STARTING A GAME

Correctly insert the *Shadows of the Empire* Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START. The following screen will appear. For Options, see page 36.

Start Game:

Begin by selecting one of four save files, then press START. Next, enter your name and select end. The game's default start setting is the medium difficulty level. To change difficulty levels, press UP or DOWN on the Control Stick or + Control Pad. Press START to begin play.

Entering or Changing Your Name:

To change the default name, press the L or R Button, highlight "Rename" with the Control Stick then press the A or B Button to confirm. Select the letters you want, then press the A or B Button after each selection to confirm. Press the L or R Button to switch from upper- to lower-case letters.

Erasing Saved Data:

To erase a saved game, highlight the desired file with the + Control Pad or Control Stick and press the L or R Button, then select "Clear." Press A or B twice to confirm. Move the Control Stick or + Control Pad to cancel.

You will be able to replay levels that have been completed. On the right side of the screen, information such as number of lives, game difficulty, completion time and the number of challenge points will be displayed.

Once you've started a game, you cannot change the difficulty settings unless you start over. The harder the difficulty level is when you finish, the better your rewards will be!

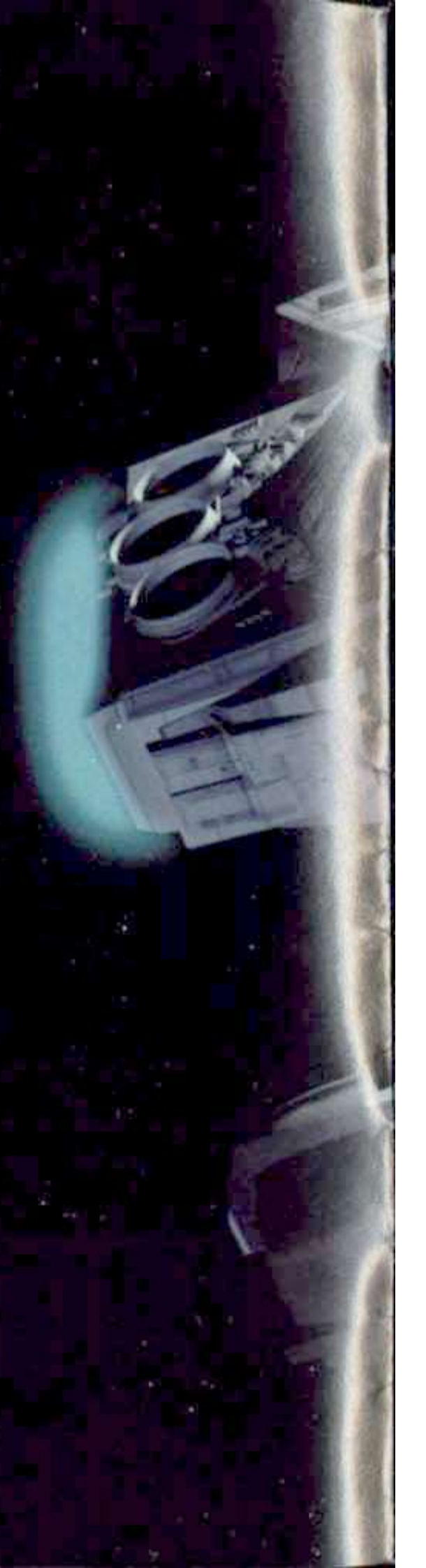
Part I

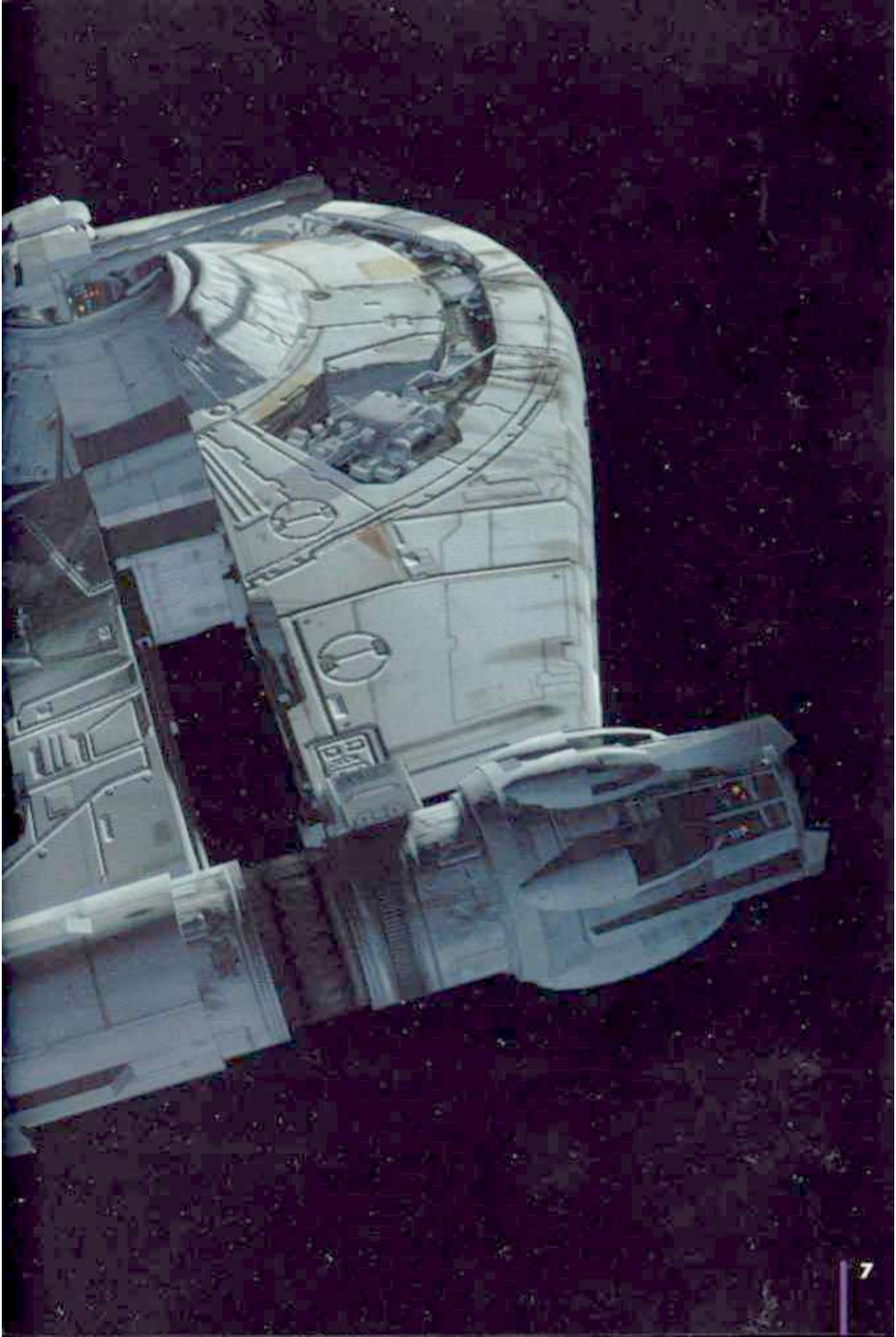
The Battle of Hoth

It is a time of crisis. Imperial probes, scouring the galaxy for the hidden Rebel base, have discovered their outpost on the remote ice world of Hoth.

Darth Vader, obsessed with finding Luke Skywalker, has sent his forces to engage the Rebels in battle.

With the dreaded Imperial fleet approaching, a lone freighter has entered the Hoth system....





Battle of Hoth

Dash Rendar, captain of the *Outrider* and mercenary-for-hire, has arrived with a supply shipment for Echo Base. After landing, he meets up with his long-time friend Han Solo.

The two could not have met at a more opportune time. The Empire is on its way and the Rebels could use another good pilot. Dash has never been one to say no to a good dogfight. Han talks to Luke and gets Dash a spot in Rogue Squadron.

Objective:

Destroy Imperial probe droids, AT-STs, and AT-ATs, giving the Alliance the time they need to evacuate Echo Base.

Controller Functions:

L Button/R Button
Decrease speed

+ Control Pad
drop camera

START
Pause game

Control Stick
Move snowspeeder

C› Button
Change viewpoint/
Press and hold for
drop camera

B Button
Fire blasters

A Button
Increase speed

Z Button
Fires tow cable

NOTE: Controller functions shown are standard. To change controller functions to alternate or traditional use the Options menu during game play.

Using the Tow Cable:

If you fly near an AT-AT, you will get the message "Fire tow cable!" Press the Z Button to fire your tow cable. Once it is fired, you must fly in a circular pattern around the legs of the AT-AT to destroy it. Be careful, though! Your tow cable will break if you get too far away or your snowspeeder may crash if you fly too close to the AT-AT. Also, you have a limited number of harpoons (Easy - infinite, Medium - 6, Hard - 3, Jedi - 3).

Escape from Echo Base

While Rogue Squadron has been able to give most of the Rebels adequate time to escape, they have not been entirely successful. The main generator has been destroyed and Imperial troops have entered the base. Han, Leia and Luke have escaped, but Dash is left behind. With the generator down, the shield door to Bay 3 (where the *Outrider* is docked) is closed. If Dash is going to get off of Hoth alive, he had better find a way to open that bay door!

Objective:

Locate and activate the emergency generators, then make it to the *Outrider*. Watch out for wampas! They can be either friend or foe!

Boss:

Imperial AT-ST

Leebo (LE-B02D9):

Dash's co-pilot droid and good friend, Leebo will provide you with important information throughout the game. To bypass Leebo's text, press START.

Leebo Scanner:

Finish the game and collect all the challenge points to gain access to the Leebo Scanner. The Leebo Scanner is a multi-view, overhead surveillance system that allows you to see through walls and floors. Activate it by holding the C› Button for five seconds. Other cooler game secrets are in store if you complete the game and find all the challenge points for Medium, Hard and Jedi modes.

Controller Functions:

L Button
Change viewpoint

+ Control Pad
Change viewpoint/
Drop camera

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look around/Hold for better aim

R Button
Open doors/
Activate switches/
Strafe

C^ Button - Switch weapons
C˅ Button - Crouch
C› Button - Change viewpoint

A Button
Jump

B Button
Fire weapon

NOTE: When running and firing, hold the R Button to strafe enemies.

Camera Angles:

In levels where Dash is running around on foot, the player will be able to toggle between four different camera angles:

In-head	First-person perspective.
Follow	Follows Dash at slow speeds, farther when running.
Movie	The movie angle changes depending on Dash's location. It's more difficult to control Dash, but it looks really cool!
Overhead	Overhead perspective. Often very useful for precise jumping.

Asteroid Chase

Dash has escaped Hoth in one piece, but he's not quite in the clear. An Imperial Star Destroyer has been spotted just off Hoth. As if things weren't bad enough, the *Outrider* is approaching an asteroid field. With his co-pilot droid Leebo at the helm, Dash mans the gun turrets to fend off incoming TIE fighters and TIE bombers. Only when the TIEs are destroyed can the *Outrider* make the jump to lightspeed and escape the Empire.

Objective:
Man the *Outrider's* gunnery controls and destroy incoming TIEs and asteroids. Shoot the red asteroids for challenge points!

Controller Functions:

START
Pause game

L Button/C› Button
Change viewpoint (first-person or behind-the-*Outrider* perspective)

R Button
Fire missile

A Button/B Button
Fire gun turret

C˘, C‹, Z Button
Fire missile

Control Stick
Move turret

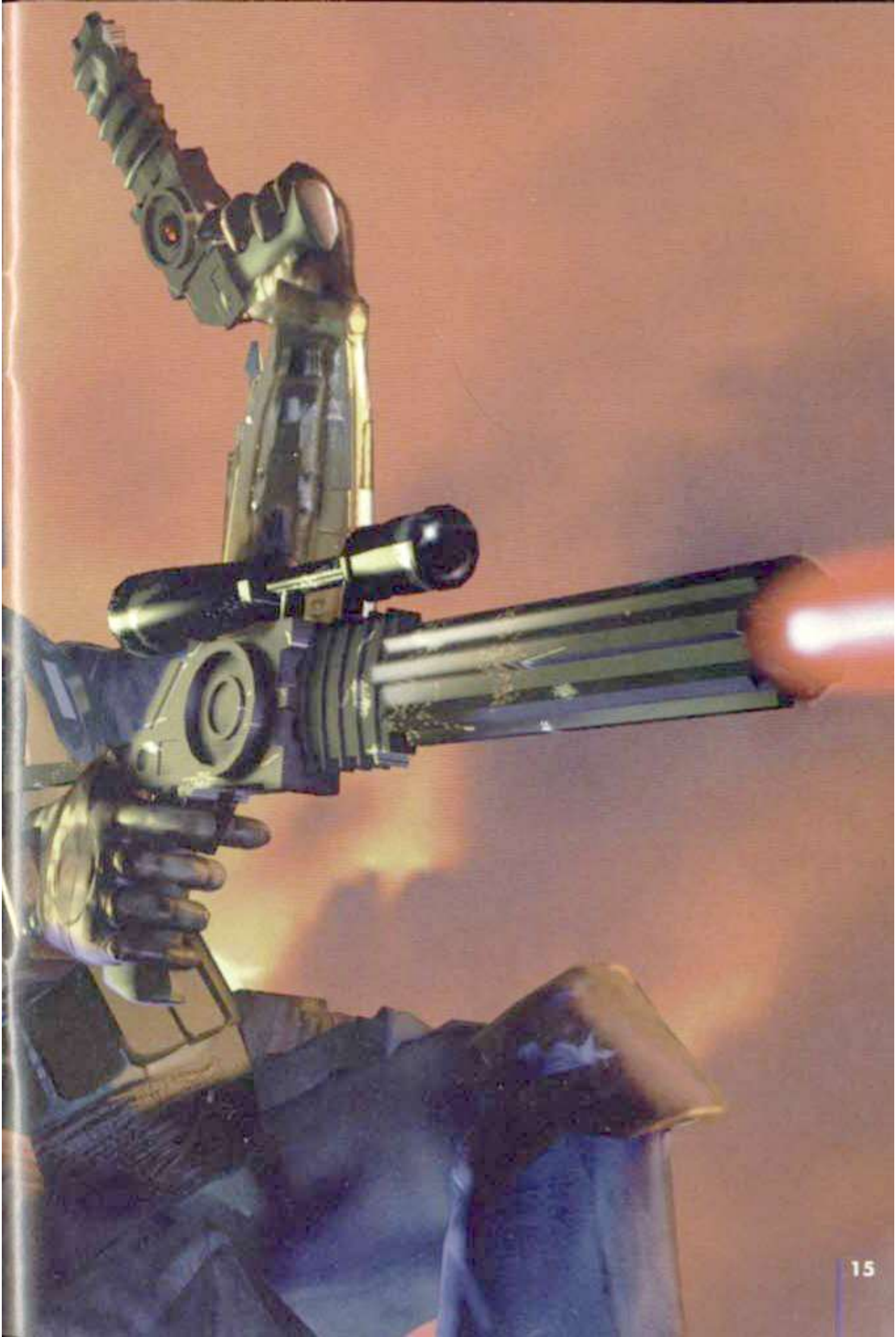
Part II

In Search of Boba Fett

A rival bounty hunter has forced Boba Fett into hiding before he could deliver his prize, the carbonite-frozen Han Solo, to the vile gangster, Jabba the Hutt.

As Luke Skywalker and rogue mercenary Dash Rendar search for Boba Fett, a sinister new figure emerges from the underworld.

This cunning and ruthless head of the powerful crime syndicate Black Sun plots to ensnare young Skywalker and replace Lord Vader as the Emperor's right hand....



Ord Mantell Junkyard

After escaping the asteroid field, Dash discovers that IG-88, the bounty hunter trailing Boba Fett, is on Ord Mantell. He's in a junkyard looking for parts to repair his ship after it was damaged by Boba Fett. Dash has landed on Ord Mantell hoping to track down IG-88 and find out where Boba Fett is hiding. He knows that Princess Leia would pay handsomely for news of Han's whereabouts.

Objective:
Move from train car to train car until you reach the end. Watch out for turns in the track! Jumping while the train is turning can be dangerous!

A magnetic field surrounding the train disables all of Dash's weapons, except his blaster. He will be able to access other weapons once he reaches IG-88.

Boss:
IG-88

Controller Functions:

L Button
Change view point

+ Control Pad
Drop camera/
Change view point

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look
around/Hold for
better aim

R Button
Strafe

B Button
Fire weapon

C^ Button - Switch
weapons
C˅ Button - Crouch

A Button
Jump

Gall Spaceport

Before destroying IG-88, Dash finds out where Boba Fett is hiding; he's sought refuge at the Imperial moon base on Gall. With the Empire on his tail, the only way Dash can get into the base is on foot through the back entrance in Smuggler's Canyon. Once inside the base, Dash hopes to locate Boba Fett and reach Solo before it's too late.

Objective:

Infiltrate the Imperial base, locate the jetpack and reach Boba Fett before he has a chance to escape.

Mini-boss:

Imperial AT-ST

Boss:

Boba Fett

Controller Functions:

L Button
Change viewpoint

+ Control Pad
Drop camera/
Change viewpoint

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look around/
Hold for better aim

R Button
Open doors/
Activate switches/
Strafe

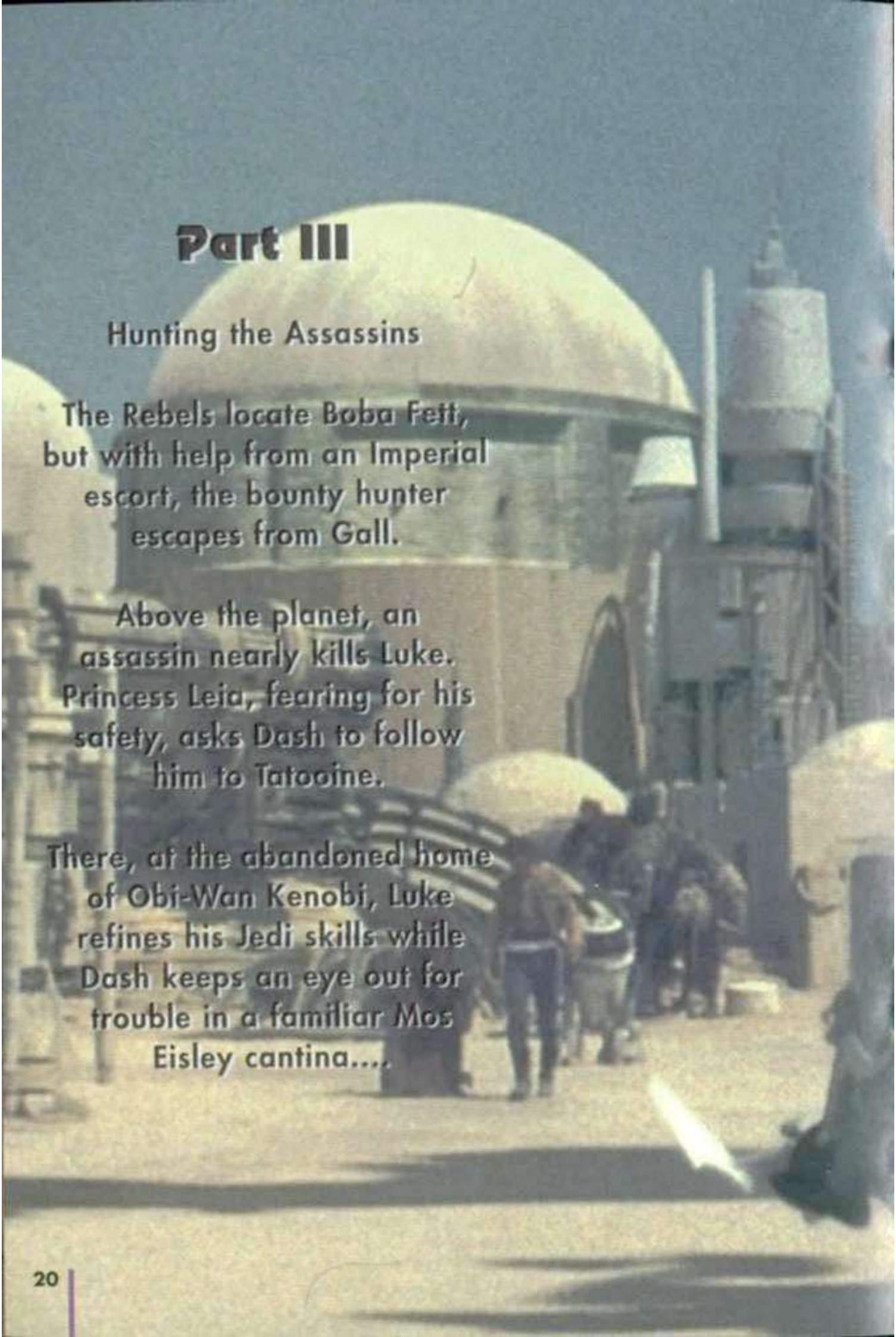
B Button
Fire weapon

C‹ Button - Turn jetpack on/off
C^ Button - Switch weapons
C˅ Button - Crouch

A Button
Jump/Activate jetpack thrusters

Jetpack:

When using the jetpack, the icon in the upper-right corner will count down from 100% to 0%. The more you use your thrusters, the faster the number will go down. Before the counter reaches 0%, land, and turn the jetpack off. The counter will begin to count back up to 100%. Watch the percentage and don't use too much at one time.



Part III

Hunting the Assassins

The Rebels locate Boba Fett, but with help from an Imperial escort, the bounty hunter escapes from Gall.

Above the planet, an assassin nearly kills Luke. Princess Leia, fearing for his safety, asks Dash to follow him to Tatooine.

There, at the abandoned home of Obi-Wan Kenobi, Luke refines his Jedi skills while Dash keeps an eye out for trouble in a familiar Mos Eisley cantina....

Mos Eisley and Beggar's Canyon

While hiding out in Mos Eisley, Dash overhears a discussion. Jabba the Hutt has hired a swoop gang to kill Skywalker. The mercenaries speed away towards Kenobi's old home.

Why does Jabba the Hutt want Skywalker dead? Dash had better reach Luke before the swoop gang does, or he may never find out!

Objective:

Race through the streets of Mos Eisley and Beggar's Canyon. You must destroy the other swoop bikers by ramming them into walls or obstacles, then get to Kenobi's place at the end of the canyon.

Watch your speed! If you go too fast you might crash! On the other hand, you need to go really fast to clear the Eye of the Needle.

Controller Functions:

L Button
Ram left

+ Control Pad
Change viewpoint

START
Pause game

Control Stick
Move bike

Z Button
Ram left

R Button
Ram right

C^, C‹ Button - Move forward
C› Button - Change viewpoint

B Button
Move backward

A Button
Move forward

Imperial Freighter *Suprosa*

With the swoop gang thwarted, Dash meets up with Luke. He tells Luke that Leia is meeting with Black Sun to find out who wants him dead. Spies from Black Sun recently gave Luke the location of a freighter carrying secret Imperial construction plans. Dash warns Luke to stay away from Black Sun, but Luke knows that he can't afford not to check it out.

Objective:

Dash must make his way through the freighter and find the super computer with the secret plans.

Boss:

Loader droid

Controller Function:

L Button
Changes viewpoint

+ Control Pad
Drop camera/
Changes viewpoint

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look around/
Hold for better aim

R Button
Activate switches/
Strafe

C^ Button - Switch weapons
C˅ Button - Crouch
C› Button - Changes viewpoint

B Button
Fire weapon

A Button
Jump

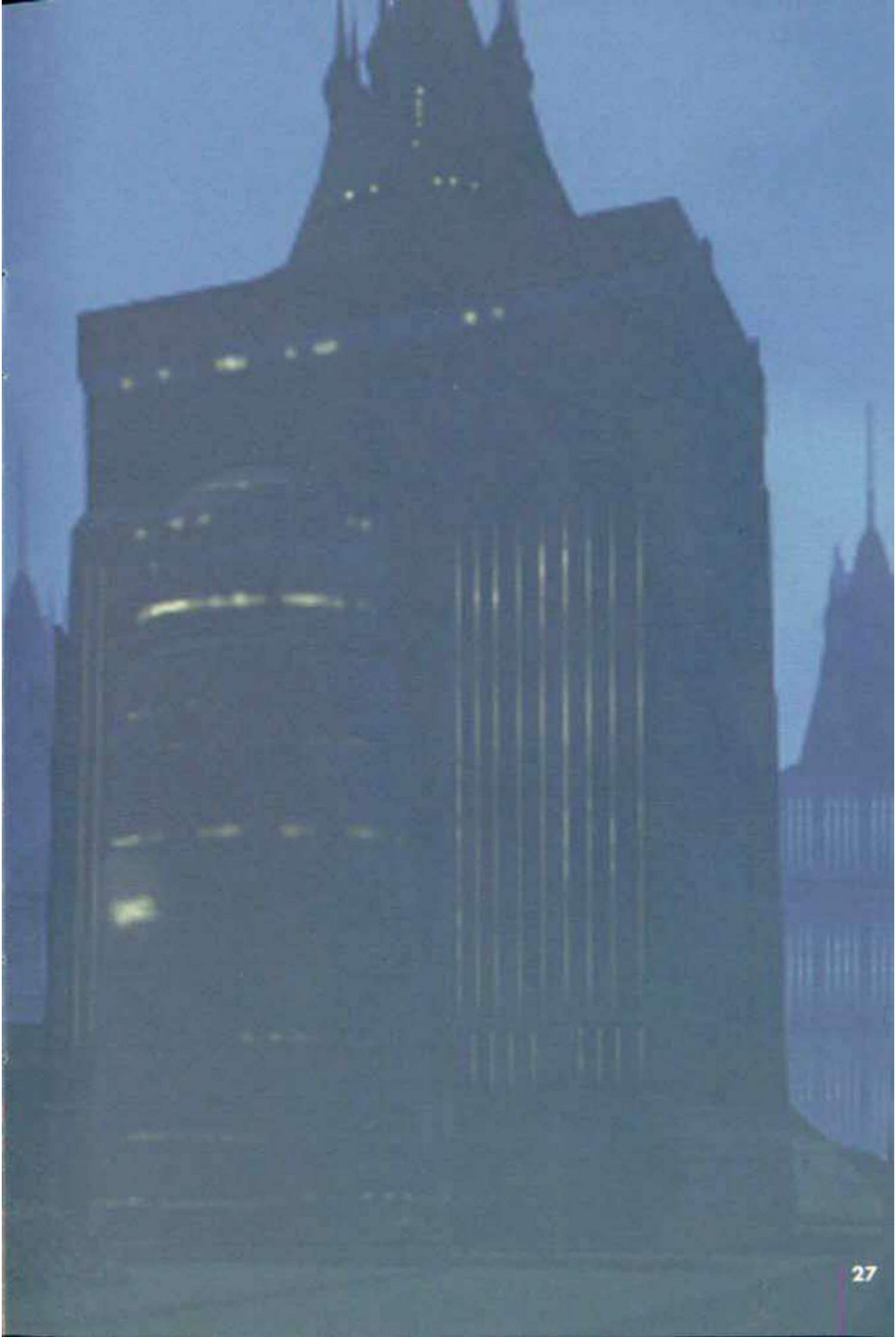
Part IV

Lair of the Dark Prince

Princess Leia has met with the mysterious Dark Prince Xizor. When she discovers his plan, she is held captive deep within his lair beneath Imperial City.

Xizor is unaware that both Darth Vader and the Rebels have learned of his treachery and race to confront him.

Determined to rescue Leia and destroy Black Sun, Luke and Dash slip unnoticed into the depths of Imperial City's underworld...



Sewers of Imperial City

Following Xizor's advice, Emperor Palpatine has allowed the plans for the new Death Star that were on the freighter to fall into Rebel hands.

While the Alliance works to decode the plans, Luke, Chewie, Lando and Dash travel to Coruscant to locate Leia. Dash must travel alone through the sewer system and find a way into the palace.

Objective:

Help Dash get through the sewers to get to the entrance of Xizor's palace. Watch out for the dianogas that lurk underwater!

Boss:

Giant dianoga

Controller Functions:

L Button
Change viewpoint

+ Control Pad
Drop camera/
Change viewpoint

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look around/
Hold for better aim

R Button
Open doors/
Activate switches/
Strafe

C‹ Button - Turn jetpack on/off
C^ Button - Switch weapons
C˅ Button - Crouch
C› Button - Change viewpoint

B Button
Fire weapon

A Button
Jump/Activate jetpack thrusters

Xizor's Palace

Dash has now penetrated Xizor's palace. Leebo informs Dash that there is a way to cut off Xizor's skyhook space fortress from the palace.

Objective:

Place explosives on the service panels to the space elevator that connects Xizor's palace to the skyhook in orbit.

Boss:

Gladiator droid

Controller Functions:

L Button
Change viewpoint

+ Control Pad
Drop camera/
Change viewpoint

START
Pause game

Control Stick
Move Dash

Z Button
Hold to look around/Hold for better aim

R Button
Open doors/
Activate switches/
Strafe

C‹ Button - Turn jet-pack on/off
C^ Button - Switch weapons
C˅ Button - Crouch
C› Button - Change viewpoint

B Button
Fire weapon

A Button
Jump/ Activate jet-pack thrusters

Skyhook Battle

Imperial and Rebel forces have descended upon Xizor's skyhook. X-wings, TIE fighters and Xizor's Star Vipers fill the sky. The skyhook must be destroyed. Dash must destroy Xizor's fleet, penetrate the skyhook's reactor, destroy the core and try to make it out in one piece.

Xizor's Star Vipers are deadly machines! These large, impressive fighters are fast and maneuverable with a fair amount of protection and armament.

Controller Functions:

L Button/C‹ Button
Change viewpoint

START
Pause game

Control Stick
Move turret

R Button
Stage 1: Fire missile
Stage 2: Decelerate

Z Button/
C‹, C^, C˘ Button
Fire missile

B Button
Stage1 & 2:
Fire gun turret

A Button
Stage 1: Fire gun turret
Stage 2:
Accelerate/roll

THE CAST

Dash Rendar

Captain of the *Outrider*, smuggler, mercenary-for-hire, the ultimate hot shot. Nobody talks bigger, flies faster, or fights harder than he does. Dash may have a fast ship and a huge ego, but the fact is, he's as good as he says he is.

Dash has no allegiances; he doesn't fight for any causes. He's loyal to whoever pays the most credits. He doesn't believe in owing anyone a favor, nor does he work for anyone on good faith. "Look out for number one" is his creed.

He is reunited with his long-time smuggling friend Han Solo when he runs into Han while bringing supplies to the Rebel base on Hoth.

Dark Prince Xizor

Son of a Falleen king, head of Xizor Transit Systems and ruler of the Black Sun criminal organization, Xizor is a force to be reckoned with. Xizor's vast wealth and resources have made him powerful. So much so that he has gained the trust of Emperor Palpatine.

Xizor is eager to gain favor with the Emperor. Only one person stands in his way: Darth Vader. Xizor would love nothing more than to see Vader ruined. Ten years ago, Vader was responsible for the deaths of 200,000 Falleen, including Xizor's family.

Xizor knows of Vader's intention to turn his son, Luke Skywalker, to the dark side of the Force. What better way to ruin Darth Vader than to kill his son? With young Skywalker dead and Vader's influence with the Emperor waning, Xizor would be primed to take Vader's place at Palpatine's side.

SUPPORTING CAST

Luke Skywalker

Struggling to become a Jedi, Luke is a vital member of the Rebel Alliance. He is also at the heart of plots by both Darth Vader and Xizor. Vader wants to turn Luke over to the Emperor. Xizor wants Luke dead.

Princess Leia Organa

One of the leaders of the Rebel Alliance, Leia and a group of friends search the galaxy for their comrade Han Solo.

Leebo (LE-B02D9)

Rendar's trusty co-pilot and companion. During Dash's adventure, Leebo will provide crucial information.

Guri

A human replica droid, Guri is Xizor's beautiful chief lieutenant, bodyguard and most prized possession.

Han Solo

A Corellian smuggler and Dash's good friend. Han was fighting with the Rebels until he was captured by Darth Vader on Cloud City and frozen in carbonite. Now he awaits delivery to Jabba the Hutt, the notorious gangster to whom Han owes a great deal of money.

OPTIONS

Overlay Displays

Information such as health meter, weapons and number of remaining lives can be turned on or off.

Seeker Camera

If the camera is turned on when Dash has the seeker missile, the camera will follow the perspective of the missile when it is fired.

Sound Effects

Adjust the volume of sound effects.

Music

Adjust the volume of background music.

Sound Panning

Switch between mono and stereo sound.

Controls

Change the controller setup (this is only available during gameplay).

DASH'S ARSENAL

Blaster

Dash never goes anywhere without it. The blaster only does minimal damage, but it recharges on its own.

Seeker

A heat-seeking missile that does a fair amount of damage, but is limited in range.

Flame

This fiery weapon works well against most enemies, but only at close range.

Pulse Cannon

While the pulse cannon delivers a quick blast of energy, it's not the most accurate weapon.

Stunner

Freezes all humanoid forms in their tracks.

Disruptor

The most powerful weapon. A disruptor blast will destroy all enemies within a large area. Dash is not immune to the force of this weapon.

ITEMS

Extra Life

Challenge Point

Collect Challenge Points to receive extra lives or other secret surprises!

Small Health

Large Health

Health Restore

Invincibility

Jetpack

DASH'S VEHICLES

Snowspeeder

The perfect ship to handle the severe cold on Hoth. Its small size makes it ideal for maneuvering, but its weapon power is lacking. To compensate, it is equipped with tow cables which can be used to tangle enemies.

Outrider

Dash's prized possession, the *Outrider* is a modified Corellian freighter. Equipped with two heavy double laser cannons and two concussion missile tubes, the *Outrider* can hold its own in a battle. Dash has boasted that the *Outrider* could outrun the *Millennium Falcon* on any given day. If he can help Luke and Leia rescue Han from Jabba the Hutt, he may get his shot to prove it.

Swoops

Swoops aren't much more than engine pods with seats. They're built for speed, but difficult to control. They're the preferred mode of transportation for vicious gangs.

ENEMIES

Imperial Probe Droids

Imperial AT-AT

Snowtroopers

Wampas

TIE Fighters

TIE Bombers

Dogbots

Assassin Droids

IG Drones

Train Guards

Imperial Commandos

Sentry Droids

Seeker Droids

Swoop Jockeys

Coruscant Guards

Interrogator Droids

BOSSES

Imperial AT-ST

The AT-ST (All Terrain Scout Transport) is quick and deadly when it comes to ground assault. Don't spend too much time shooting at the legs.

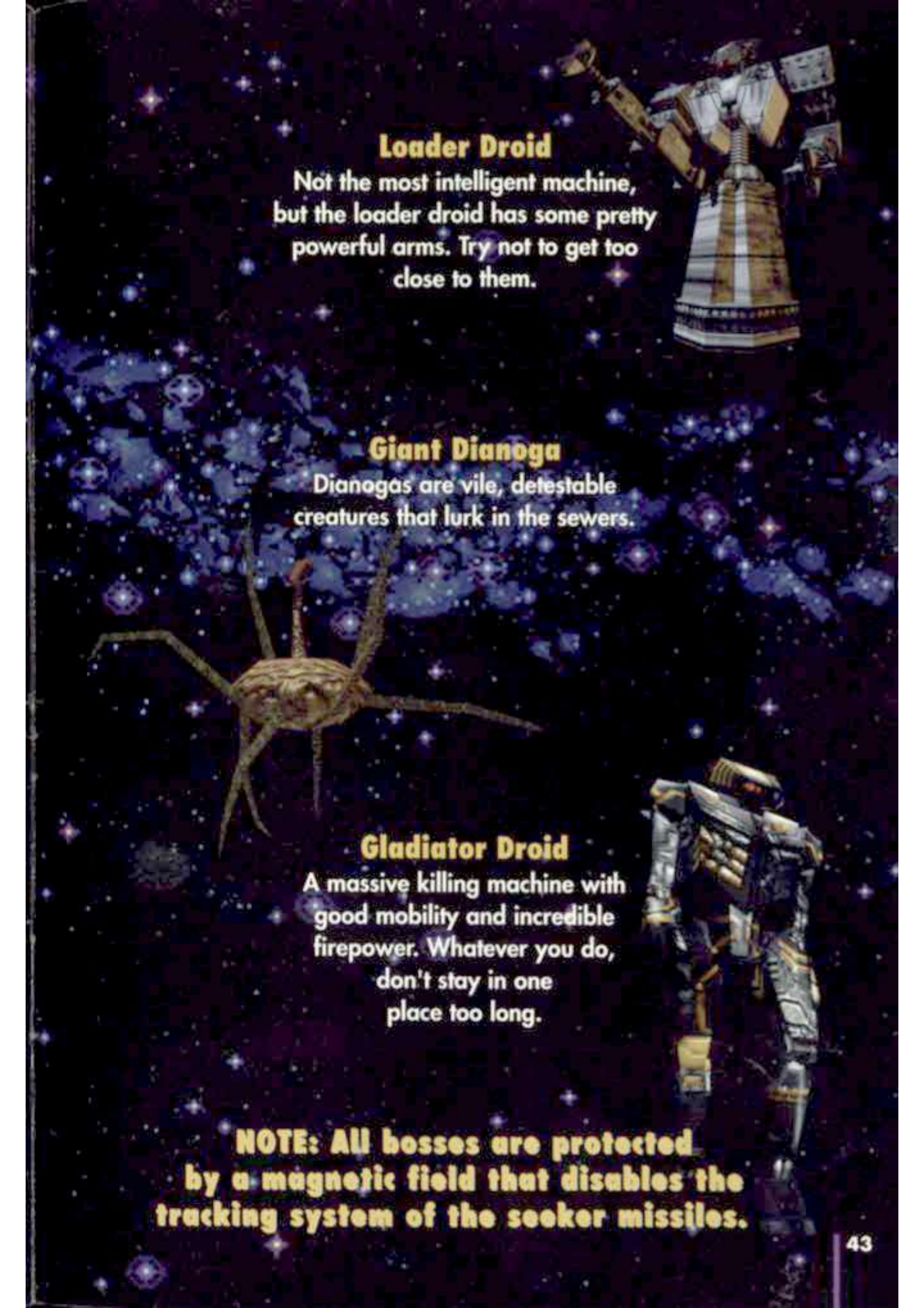
IG-88

One of the baddest bounty hunters in the galaxy, IG-88 has one objective : get Han Solo. Anything or anyone that gets in the way of that objective is expendable. Keep moving and try different weapons if you have them.

Boba Fett

Possibly the most notorious bounty hunter around, Boba Fett was on his way to deliver the frozen Han Solo to Jabba the Hutt when he was ambushed by IG-88.

The jetpack will come in handy when fighting Boba Fett.



Loader Droid

Not the most intelligent machine, but the loader droid has some pretty powerful arms. Try not to get too close to them.

Giant Dianoga

Dianogas are vile, detestable creatures that lurk in the sewers.

Gladiator Droid

A massive killing machine with good mobility and incredible firepower. Whatever you do, don't stay in one place too long.

NOTE: All bosses are protected by a magnetic field that disables the tracking system of the seeker missiles.

IMPORTANT:

REV - B

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Extra special thanks to George Lucas!

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REV - I

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Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY
You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS
THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

Nintendo

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